



main.py

Output



```
1  # Define variables of different
    types
2  a = 10                                # int
3  b = 5.5                              # float
4  c = "hello world"                   # str
5  d = True                            # bool
6  e = 3 + 4j                          # complex
7
8  print("Original Types:")
9  print("int:", a)
10 print("float:", b)
11 print("str:", c)
12 print("bool:", d)
13 print("complex:", e)
14
15 # Typecasting
16 print("\nTypecasting:")
17 print("float to int:", int(b))
    # 5
18 print("int to float:", float(a))
    # 10.0
19 print("int to str:", str(a))
    # "10"
20 print("bool to int:", int(d))
    # 1
21 print("int to complex:", complex(a))
    # (10+0j)
```

Run



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```
19 print("int to str:", str(a))
    # "10"
20 print("bool to int:", int(d))
    # 1
21 print("int to complex:", complex(a))
    # (10+0j)
22
23 # String manipulation
24 print("\nString Methods:")
25 upper_str = c.upper()
26 print("Uppercase:", upper_str)
    # "HELLO WORLD"
27 found_index = c.find("world")
28 print("Index of 'world':",
    found_index)    # 6
29
30 # Using len(), min(), max()
31 num_list = [3, 1, 9, 7, 2]
32
33 print("\nUsing len(), min(), max():"
    )
34 print("List:", num_list)
35 print("Length:", len(num_list))
    # 5
36 print("Minimum:", min(num_list))
    # 1
37 print("Maximum:", max(num_list))
    # 9
```

Run



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Output



Original Types:

int: 10

float: 5.5

str: hello world

bool: True

complex: (3+4j)

Typecasting:

float to int: 5

int to float: 10.0

int to str: 10

bool to int: 1

int to complex: (10+0j)

String Methods:

Uppercase: HELLO WORLD

Index of 'world': 6

Using len(), min(), max():

List: [3, 1, 9, 7, 2]

Length: 5

Minimum: 1

Maximum: 9

=== Code Execution Successful ===